PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 600 **CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN** (Column 1) (Column 2) TYPE [OR SMALL ENTITY **TOTAL CLAIMS** 34 RATE FEE RATE FEE **FOR** BASIC FEE NUMBER EXTRA **NUMBER FILED** 375.00 BASIC FEE 750.00 OR TOTAL CHARGEABLE CLAIMS minus 20= ľb X\$ 9= X\$18= OR 9 INDEPENDENT CLAIMS minus 3 = X42= X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +1.40= +280= OR 9 * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL CLAIMS AS AMENDED - PART II OTHER THAN **SMALL ENTITY** OR (Column 1) **SMALL ENTITY** (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-4 REMAINING NUMBER PRESENT AMENDMENT RATE TIONAL RATE TIONAL **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus ** X\$ 9= X\$18= OR independent Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST œ ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL AMENDMENT **AFTER** RATE **PREVIOUSLY** TIONAL **EXTRA AMENDMENT PAID FOR** FEE FEE **Total** Minus ** X\$ 9= X\$18= OR Independent Minus *** X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-REMAINING NUMBER PRESENT ADDI-AMENDMENT AFTER' TIONAL **PREVIOUSLY** RATE **EXTRA** RATE TIONAL AMENDMENT **PAID FOR** FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X42= X84= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +140= ÷280= OA * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." TOTAL ADDIT, FEE ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Application or Docket Number